WHAT IS STICKYBEAR ABC®?

Stickybear ABC is an alphabet program designed especially for children ages three through six. It's a combination of computer program, poster, and book that gives children an introduction to computers, encourages their sense of exploration and discovery, teaches prereading and reading skills, and is a lot of fun!

The Stickybear ABC computer disk allows children to play three different games. Each game helps youngsters learn more about letters and words.

The Stickybear ABC poster helps to reinforce letter recognition. Each picture used to illustrate a letter on the computer disk is included on the Stickybear ABC poster.

LEARNING WITH STICKYBEAR ABC

Computer Awareness

Today's children are growing up in a computer society. By using computer programs that are made especially for them, youngsters become familiar with the computer and what it can do. Computerphobia won't be a problem for children who've had hands-on experience at an early age. With Stickybear ABC, children don't just watch grown-ups use that fascinating machine called a computer, they use it themselves!

Exploration and Discovery

Young children are natural scientists who love to observe, experiment, and explore. Stickybear ABC stimulates these young scientists. As they use the program by themselves, youngsters explore the keyboard and discover that pressing a letter produces a picture. And children observe the interrelationships of words, letters, and pictures.

Prereading and Reading Skills

The Stickybear ABC computer program reinforces letter and word recognition. The poster expands upon this learning. As very young children gain experience with the program, they begin to recognize and name the letters. More advanced youngsters begin to recognize the words on sight. Some words used on the Stickybear ABC disk may be unfamiliar to youngsters. So Stickybear ABC may help children learn new words and their meanings. All of these skills are important when children read.

Fun

The combination of Stickybear ABC's hi-resolution graphics, animated objects, and interesting sounds provides endless fascination. Even older children and adults who already know their ABC's will enjoy experimenting with the Stickybear ABC program!

HOW TO USE STICKYBEAR ABC

Adult Instructions

Stickybear ABC will run on any Commodore-64* computer with a 1541 disk drive. Put the Stickybear ABC disk into the drive and type LOAD "PRG",8,1 and wait for the program to load. The title screen will appear with the main menu at the bottom of the screen:

F1 ABC
F3 MATCH
F5 ORDER

Use the **f1, f3,** or **f5** key at the right of the keyboard to load in the game you want to play.

ABC

In this game, you are instructed to PRESS ANY LETTER. When you do, you'll see the letter, a word that starts with that letter, and an animated picture to illustrate that word. For example, press the letter **B** and on the screen you'll see the letter **B**, a picture of a bee buzzing around Stickybear, and the word **BEE.** Press another letter such as **H** and on the screen you'll see a high-flying chopper along with the word **HELICOPTER** and the letter **H!** You can press the letters in any order. Be patient while the pictures load in. If you press a key other than a letter key, you'll hear a "bloop" to tell you you've made an incorrect choice.

This game will go on for as long as you like. If you want to stop playing ABC, press the INST/DEL key at the top right of the keyboard. This will load the title in again with the main menu.

Order

The object of this game is to type the alphabet in correct order. When the game starts, the letter **A** appears on the screen. When you press the letter **A** on the keyboard, one of the animated **A** sequences will run until you press another letter. If you press **B,** which is the next letter, either the **BEE** or the **BALL** animation will run. But if you pick the wrong letter, you'll see the alphabet screen on which the next correct letter is highlighted. Press the letter shown and you'll see the animated picture.

The ORDER game will continue through the letter **Z.** When the **Z** sequence is on the screen, press any key and you'll return to the main menu. If you want to stop playing before you get to **Z,** press the INST/DEL key at the top right of the keyboard to return to the main menu.

Match

When you start this game, you'll see the whole alphabet on the screen. One of the letters is a different color than the others. You must press the matching letter on the keyboard. If you do, the animated picture for that letter appears. Then you just press any key to return to the alphabet screen for more matching fun.

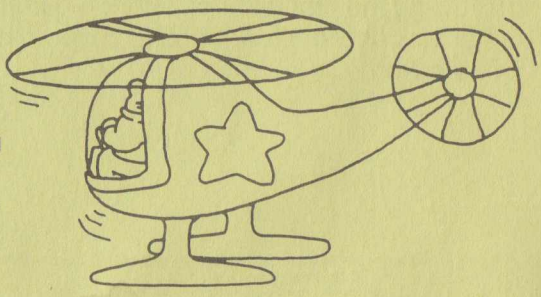
You can play this game for as long as you like. If you want to stop playing MATCH, press the INST/DEL key at the top right of the keyboard to return to the main menu.

Instructions for Children

To help children learn to load and use the Stickybear ABC disk by themselves, explain each step carefully. Start by showing youngsters the proper way to hold the disk — only by the end with the picture on it. Stress the importance of being careful with the disk — it should never be bent or folded. Take time to demonstrate the loading procedure several times. Then let children practice loading the disk several times under your supervision. (Remember to include putting the disk safely away after use as a part of your demonstration.)

Learning the Program

Most children require little or no guidance using Stickybear ABC. But if children should hesitate to start, ask: "What letter would you like to do first?" Because you merely ask a question, you allow children to stay in control and make choices.



Sometimes children experiment with the Stickybear ABC program in ways difficult for some adults to understand. Some children may appear to be randomly pressing keys when they are actually testing the "rule" that nonletter keys produce no effect. Some children like to watch the same display longer than adults would. Other youngsters press the keys too quickly for the computer to register. (If several letter keys are pressed in rapid succession, only the first letter appears on the screen.) Children soon discover that the "da-da-dap" sound indicates that a letter has registered and will appear next.

Additional Activities

After children have had time to *fully* explore the Stickybear ABC program on their own, try these follow-up activities to help build auditory and visual discrimination skills. Introduce the activities in small doses. Remember, this program is designed for children ages three through six. Some children have shorter attention spans and different levels of ability than others.

Name the Picture. Ask children to identify each picture display by name. Adults can easily read the letters and words and give the "correct" response, but children may focus on a different part of the display. One child might look at the **Q** (quilt covering a bear) display and say "sleeping bear." Penguin might be "ice," moon might be "stars," or lamp might be "light." To get the proper response, give a few hints. For the quilt display, ask: "What is covering Stickybear to keep him warm and cozy?" For the moon display, respond with: "Yes, there are stars, but what else shines in the sky at night?" A few words, such as *volcano* and *xylophone*, might be new to children. Introduce each word and explain its meaning.

Match the Picture. Ask children to choose a picture on the computer program, then find that same picture on the poster. Explain to youngsters that the poster has two pictures for each letter. Have children name both pictures, stressing the initial sound as they do. Then ask youngsters to name other words that begin with the same sound.

Name the Letter. Ask children to name the letter in a picture display. This task might be difficult for some children. Try choosing pictures showing the first letter of a child's name or other familiar letters, such as *T* or *V*, *A* or *B* or *C*. Advanced children may enjoy identifying all the letters in the words.

Stickybear ABC by Richard Hefter, Janie & Steve Worthington, and Spencer Howe
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